PERFECT WEAPON™
TEEN
T
AGES 13+
CONTENT RATED BY
ESRB
ASC GAMES™

EPILEPSY WARNING: PLEASE READ BEFORE PLAYING THIS GAME OR ALLOWING YOUR CHILDREN TO PLAY IT.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching television or playing certain games. This may happen even if the person has no medical history of epilepsy or has never had an epileptic seizure.

If you or any one in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsions while playing the game, IMMEDIATELY discontinue use and consult your doctor.

PRECAUTIONS TO TAKE WHILE PLAYING

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a game.

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Starting the Game

INSTALLATION:

Insert the Perfect Weapon CD-ROM.
Click on the READ ME button to read installation notes.

Intel Indeo® Video Drivers

Click on the INSTALL INDEO VIDEO DRIVERS button.
Follow installation procedures on screen.
The Intel Indeo Video drivers are required for the Perfect Weapon movies to play correctly. If the Indeo drivers are not installed on your machine, you may be given a notice stating that the drivers must be installed. If there was a problem while installing the video drivers and no notice appears stating that the drivers were not installed, the movies may appear as a black screen with many vertical white lines and no video being played. This is an indication that the drivers must be properly installed for the movies to work.

Direct X™ Drivers

Click on the DIRECT X button
Follow installation procedure on screen.
Direct X 2.0 or 3.0 drivers are required for sound to be played in the game. Sound in the movies, however, will still be heard without installing the Direct X Sound Drivers.

After installing the Direct X drivers, you are required to reboot your computer. This prompt will appear at the end of the Direct X installation process.

To minimize the number of times you have to reboot the computer, you may wish to install the Direct X drivers after installing Perfect Weapon and Intel Indeo Video.

Perfect Weapon Install

Click on the INSTALL Perfect Weapon button.
Select install with sound or install without sound.
Follow installation procedure.
Click on PLAY *PERFECT WEAPON.*
The Perfect Weapon installation copies less than one Megabyte of data to a desired location on your hard disc. This location on the hard disc is where Perfect Weapon will record and/or retrieve any save games needed.
After Perfect Weapon is installed properly onto your system, the Perfect Weapon logo on the screen will be brightened and the word Play can be seen on top.
Clicking the logo will load and run Perfect Weapon.

Minimum Requirements:

- IBM® PC-Compatible computer, Intel Pentium™ 120mhz
- Windows® 95 compatible
- 8MB RAM
- Quad-Speed CD-ROM drive

Recommended Requirements:

- IBM® PC-Compatible computer, Intel Pentium™ 166mhz
- 16 MB RAM
- Quad-Speed CD-ROM drive

The Story

Captain Blake Hunter, Earth Command Defense Force's top agent and world champion martial artist, has seen it all and beat them all...
A man transported into an unfamiliar dimension without cause or reason. Is the enemy unaware of Blake's exceptional skills or was he hand-picked because of them?

Blake is now facing the fight of his life – and facing it alone. While he doesn't know what lurks in the world that surrounds him,
he does know one thing
– *the ultimate battle is the one you fight alone.*

"Captain Blake Hunter recording.
Current date...unknown.
Current location...unknown.
I am utterly lost, and utterly alone.
Time and place mean nothing to me in this alien land.
As for my abductors, they are nowhere to be seen.
For now, my only enemy is this strange world that lies before me.
I now venture out in search of shelter – and answers."

And so, in a magnificent world gilded by beauty, reality is not as it appears
for survival lies cloaked in deception.

The Characters and the Moons

Blake Hunter: Blake Hunter is an Earth Command Defense Force special agent and the world's top martial arts expert. His specialty is kickboxing; a technique that involves a variety of fast, very high kicks, and a number of punches designed for maximum impact and effect.

Ice Moon

For all of its sub-arctic beauty, the ice moon of Actreon is a menacing and deadly environment. Only those creatures native to such brutal conditions can survive here.

The Species:

Alopex: A cruel climate has made this beast savage. The brutal treatment it has received at the hands of the Icemen has made it fierce. The Alopex attacks ferociously, charging and tearing its prey to pieces with its razor-sharp claws.

Icemen: Their low intelligence has made them unquestioning drones. They use a combination of Sumo and Ju Jitsu techniques, relying on their incredible strength to subdue their opponents.

Toran: Toran has been trained purely as a thug and is responsible for "weeding out" those kidnapped combatants from whom little can be learned.

HINTS: Δ Find and activate the METABOLIC ADJUSTER immediately to prevent Blake's health from deteriorating. Δ Let sleeping dogs lie - Don't be tempted by HEALTH ICONS.

Garden Moon

The garden moon of Sanctum is composed of a complex of monasteries, gentle waterways, and picturesque gardens. Immense walls, originally built to contain the contemplative inhabitants, are now used to trap those who dare to venture forward.

The Species:

Shumeis: These once passive and harmonious felines no longer take kindly to strangers. Their small size, sharp claws and quick reflexes make them quite difficult to face.

Monks: Their Shaolin Kung Fu techniques are punishing and allow them to adapt to any combat situation. Their unpredictable style includes: brutal kicks, quick punches, and highly developed reflexes.

Shiro: Known as the "Enlightened One," Shiro is the unchallenged leader of the monastery complex. Shiro is the master of Shaolin Kung Fu.

HINTS: Δ You have now acquired the ability to perform new combat moves. Practice! Δ The MAGIC CHEST will automatically activate one of each item in your inventory without reducing the amount stored in your inventory. Δ This level has a lot of power-ups. Collect as many as you can before collecting the MAGIC CHEST and facing the overseer.

Forest Moon

Disease and deadly creatures lurk in the awe-inspiring forest of Callisto.

The Species:

Aloutta: The Aloutta's agility, speed, and punishing attacks have overwhelmed many "visitors" to this moon.

Panthera: The dynamic techniques of Capoeira are the chosen means of attack for the Panthera. Lightning-fast kicks are the trademark of this deadly form of martial arts.

Renza-Fi: TheRenza-Fi are the creatures least affected by the warfare that ravaged this moon. The Renza-Fi have mastered the art of Capoeira as well.

HINTS: Immediately find the VACCINE in this level. Once you pick a fight with a monkey, there is a high likelihood that you will be poisoned by one of their venomous bites. Δ This is the largest level in the game. Use your HEALTH, ARMOR and other valuable icons only when necessary.

Desert Moon

Mosasaur: The Mosasaur is genetically engineered for combat. This once plodding and herbivorous creature has been turned into a highly sensitive beast that can detect the presence of an enemy at great distances.

Gota: These creatures are perfectly adapted to their unforgiving environment, fighting at full strength-even in the blistering sunlight. The Gota have mastered the art of Monkey Kung Fu.

Sacra Ja: Sacra Ja was chosen to oversee this moon because of his military might. His punishing and lightning-quick style has been carefully developed. Sacra Ja is the Monkey Kung Fu Master.

HINTS: Δ One of the DETECTORS turns on the SUN GOGGLES – you will definitely need these desperately. They will protect you from the harsh environment. Δ Save after each jump on the platforms. You may often find yourself falling to your death.

Proteus Moon

Proteus is a genetic and technological playground and laboratory filled with a vast and impressive array of alien technology.

The Species:

Babazar: These genetically altered chimps are very protective of Proteus. You never know where they may be lurking about.

Sphenodon (Guavamac): The Sphenodon is an expert at the Snake style of Kung Fu. His quick, serpentine movements enable him to dodge all but the most well-timed blows.

Who brought me here?

You'll just have to find out for yourself, if you dare…

HINTS: Δ It's time to fend for yourself … Good Luck.

Menu Options

Adventure:

New Game	This will start a new game.
Load Game	It will load all collected items and save functions such as music, sound effects, and controller configurations.
Password	This will allow you to insert a password, which will bring you to the beginning of the corresponding level.

Options Menu:

Level	Degree of difficulty.
Easy	Need we say more?
Normal	Major butt-kicking skills needed.
Perfect	So, you think *YOU'RE THE WEAPON.*

Sound / Contrast:

Sound Effects	Will let you adjust the sound effects volume.
Sound Test	Will let you sample sound effects in the game.
Music	Will let you adjust the music volume.
Joypad	Configure Joypad
Keyboard	Configure Keypad
Credits:	Roll 'em!
Quit:	Yes or No

Basic Movement and Attacks

Using the keyboard.

EXPLORATION MODE

Arrow Keys:

Press ▲: . . . . . Walk forward
Press ▼: . . . . . Walk back
Press ◀: . . . . . Turn left
Press ▶: . . . . . Turn right
Directional buttons in desired direction . . . . . Run
N . . . . . Relax or explore
F. . . . . Combat stance/practice moves

Note: Blake does not enter fight mode automatically, user must press the F button or any action buttons X, S, A, Z..

COMBAT MODE

▲ + X. . . . . Run
▼ + ▼ . . . . . Back Flip
▼ + ▼ + Hold ▼ . . . . . Back flip with 180 degree turn

Attacks/Reactions

Enter. . . . . Jump
Shift . . . . . Crouch
N . . . . . Cycle through items
A . . . . . To use item

Pause Key . . . . . Pause
+ (in game only) . . . . . Lighter
- (in game only). . . . . Darker
Alt and + or - . . . . . Default Brightness
Alt + Tab . . . . . Full Screen

Basic Movement and Attacks Continued . . .

X . . . . . Right kick

S . . . . . Right punch

A. . . . . Left punch

Z . . . . . Left kick

Note: the (+) sign indicates buttons pressed simultaneously, the (,) indicates buttons pressed in order.

Z or X From crouch. . . . . Sweep kick

A + S From crouch . . . . . Palm strike

Let go shift, Z . . . . . Scissor kick

Enter + Z . . . . . Jump kick

S + X . . . . . Knee Grapple (must be near opponent)

Z + A . . . . . Tackle

⬅ + S . . . . . Back punch

➡ + S . . . . . Uppercut

A , S . . . . . Spinning punch

⬅ + Z . . . . . Back kick

X, X, X . . . . . Side kick combos

A + Z. . . . . Grapple throw

S , X . . . . . Jab side kick combo

Z, X (Desert Moon level move). . . . . Round House combo

Blake's moves will increase as you progress through the moons.

Special alignment setup:

During battle, quick taps on the directional buttons will align you with the opponents on the left and turning your character with these buttons will enable you to navigate towards an open area and run.

Also try double tap down and hold during combat. You will perform a back flip and turn 180 degrees, then you can run away and escape. After you run away and escape, press N to get back to Exploration Mode.

To save a game:

Press *ESC* key. Go to *Save Game* and press *Enter.* If you want to overwrite a game, go to Slot and press *Enter* to file.

To load a saved game:

Go to *Adventure*, then to *Load Game*. Your saved game will be listed. Go to that line and press *Enter*. Your saved game will now continue.

Passwords:

Choose *Save Game* and you will receive current level password. Passwords will only take you to the beginning of a moon. Inventory items and progress will not be maintained.

Using a Game Pad:

The game will auto-detect your specific game pad if it is plugged into your PC. If your auto-detect fails to locate your game pad, go to the Control Panel and choose Gaming Device.Then click on Device Assignment and choose your specific game pad. If your game pad is not listed, you may use the keyboard or follow the install instructions on your specific game pad peripheral.

Icon Descriptions

1. The Detector: Locate this item to reveal hidden power-ups and/or secret icons. This unit is timed -- so be quick! When you pick up this icon go to your inventory/overlay map. The Detector has located a key or power-up/power ups in the "Blue" Area. Your objective is to make it to that "Blue" area and collect the item before the counter has run out. The Detector will reappear if you do not make it in time.

2. Power Gloves: Grab and activate to do some real damage. For a limited time, Blake's hands will glow purple when activated. The Power Gloves are extremely useful during multiple enemy battle (3 or more enemies) or when fighting the Overseer.

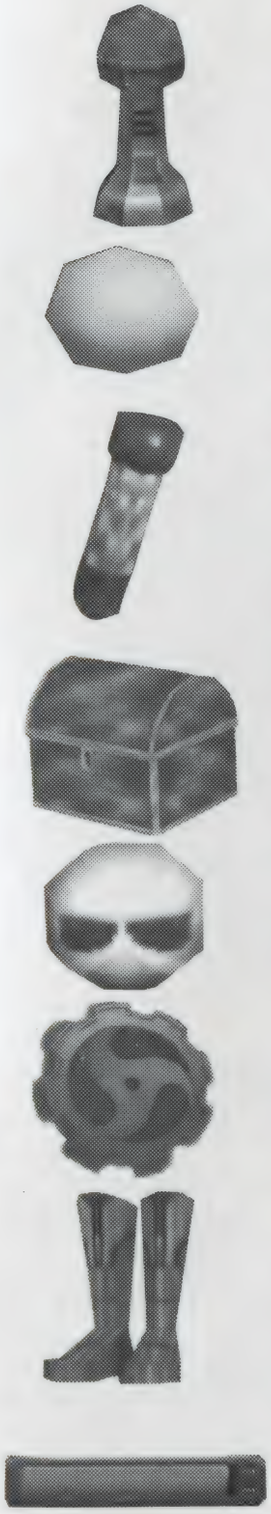
3. Keys: Unlock secret doors and passageways.

4. Armor: Blake will change into a cyborg version of himself when activated. Less damage can be inflicted on Blake for a limited time. Armor is helpful during multiple Enemy Battles (3 or more enemies) or when fighting the Overseer. It is also useful if your health is low during combat.

5. Health: This will replenish Blake's health when activated. Be aware that Blake can only carry four health icons in his inventory. One Health Icon increases your health 25%, if your power drops below the halfway mark, it would be wise to use it. Try to use Health Icons in conjunction with other power-ups (i.e. Armor, Power Gloves) during the Big Battles.

6. Map Beacon: There are four on each moon. Each one will open 1/4 of the map area. Find all four to navigate the entire moon more easily.

7. Metabolic Adjusters (Blue) : This icon is found on the ice moon. When Blake begins to explore this level, his health bar is flashing. This is an indication that the intense cold is deteriorating Blake's health. To stabilize Blake's health, activate the Metabolic Adjuster.



8. Transmitter: Disables lasers that may be blocking doors or other access routes. Item must be dropped in front of lasers.

9. Essence Energy: When an enemy has been defeated, their essence can be absorbed by Blake. Its effect on Blake will be revealed as you progress through the game.

10. Vaccine (Red): While in combat with certain pet creatures, you might get bitten and poisoned. Your energy bar will slowly decrease and Blake will occasionally grab his stomach and keel over in pain. Find and activate the Vaccine immediately. Keep in mind that the Vaccine can only be used if you are poisoned; however, it will last the entire level.

11. Magic Chest: The Magic Chest automatically activates one of each power-up in your inventory without actually reducing the number you have. To maximize the power of the Magic Chest, hold on to this item until you are carrying three other useable icons.

12. Sun Goggles: The Sun goggles will protect you from the intense eye damaging sun rays of the Desert World. Use them immediately after locating.

13. Amulet: The Amulet will enable you to meet a very worthy opponent later in the game. The Amulet does not need to be activated. Just keep it in your inventory.

14. Jumping Boots: You will need to find these twice: once on the Desert Moon and once on Proteus. These are required to finish these levels. Use them to get across the treacherous platforms.

Health Bars:

Blake's Health Bar (Green)

This will deplete as Blake takes hits during battle. Health icons will replenish it. A flashing Bar that is slowly disappearing indicates that Blake is either dying from poison from the creatures or that the hostile environment is slowly killing him. The appropriate item must be found to stabilize him.

Alien Health Bar (Multi-colored):
This bar will indicate the energy levels of the enemies. Up to 4 lines can be displayed within this bar reflecting the amount of enemies Blake is fighting.

Map Access and Usage:
Press the *Tab* button and the map will overlay on the screen. The game is active while you are looking at the map so don't study the map while in the middle of a fight. The extent of the map will be determined by how many map icons you have collected per moon. Also, a detector will highlight hidden items while it's active.

Screen Navigator:
This will help you identify your location in the immediate vicinity. Do not try to use the screen navigator as your only means of exploration. Use your overlay map often.

Inventory Control:
To pick up an icon, place Blake over it and he will automatically add it to his inventory.
To display your inventory, press the *Tab* button. This will bring up your inventory which is located beneath the overlay map.
To use an icon, press the *Tab* button, choose item with N, then press A to use.
To drop an item, follow above, then press S to drop. Use this to store items in strategic locations.
Map automatically comes up when picking up items.
Map automatically turns off when Blake enters fighting mode from adventure mode.
Note: Health icons are maxxed out at four at one time. Health icons may not be dropped once they are added to your inventory.

Note: Blake can only carry up to four types of icons at once.

*N*ote: Be aware that if you are in "combat mode" and you wish to use an item in *your inventory, you must bring up the inventory screen. This will disable the combat functions of the A and S buttons. Once you leave the inventory screen. The combat functions will be restored.*

ASC Credits

Original Concept
David Klein

Original Design
David Klein
Howard Schwartz
Luciano Manente

Executive Producers
David Klein
Howard Schwartz

Associate Producer
Luciano Manente
Paul Lindsay

Artwork Packaging
Leslie Cullen
Todd Emmerson
Anne Sommers

Manual
Jana Gabe
Jeffrey Castañeda
Howard Schwartz
Luciano Manente
Michael Masone
Paul Lindsay

Voice Talent
Terry Lee Torok
Susan Didrichsen

Testers
Oswald Greene Jr.
Mick Devitt
Michelangelo D'Amico

We Owe Our Essence To:
Sam Bowker
Jason Gomez
Steve Grossman
Kelly McAllen
Marcello Praino
Jayson Bernstein
Matt Simons

Extra Special Thanks
Grand Master Kang Suh Chung (10th Dan) for teaching me the essence of spirit, mind and body.

Uncle Bill Kosovitich (CFO) for the bucks to make this project happen...

Gray Matter Credits

Design
Gray Matter

Original Game
Mark Johnston, Spencer Craske,
Andy Harris

Producer
Rob Anderson

Assitant Producer
Derek Tam, Jaime McNeely

Art Leader
Bryce Cochrane

Programming
Kin-Shing Yu, Todd Showalter,
Perry Robertson

GUI Programming
Glen Rhodes

Game Animation
Bryce Cohcrane, Alex Mark,
Ian Lloyd

Environments
Brian Foster, Yi Zhao,
Mike Sneath, Paul Stafford

Character Models
Yi Zhao, Alex Brian,
Brian Foster

Textures
Grant Corless

Cinema Scenes
Brian Foster, Alex Mark

Video Editing
Dennis Mohr, Ian Mackenzie

Tool Development
Alan Penford, Tony Yui,
Mike Coons, Gard Abrahamsen

Music and Sound
Mark Kerr, Nelson Everhart

Writer
Calvin Campbell

Concept Art / Storyboard
Paulo Bugatto, Ian Lloyd

Testing
Hugh Cruttenden, Mike Inglehart,
Kwame Neiuman-Brenang,
Quincy Roach

Thanks to:
Adam Mock, Glen Hamilton

Special Thanks to:
James Thomas, Tony Yiu,
Colin Reed, Mike Rayner

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